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Subject: Re: Con Update

Posted by [JeepRubi](#) on Mon, 19 Jun 2006 22:54:25 GMT

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Mavrik347 doesnt want to make an account so im just going to quote what he wrote.

Quote:Oh Acky of small brain and incompetant social skills.

I took the privilege of taking some photos just for you. Here is the original copy of Command & Conquer which we are modding off.

But wait! There's more! Doth it have a GDI Barracks on the back?!

Why yes it doth! I'm shaw anyone with Command & Conquer can confirm this for you. Look at that, we modelled the correct building. That's right, Acky we modelled the correct object without someone illegally charging us who obviously hasn't quite read the international EULA Laws.

Again, thank you for your completely pointless comments Acky.

I leave you with this.

As for the rest of you, thank you for your constructive comments and the barracks is being changed respectively to what you have said. Please remember though that poly count is not everything. eg. If an object is fine as it is there is no point adding obsolete polys for the pure sake of it.

Never underestimate what a skilled texture artist can do with a model, with a good skin an illusion of double the poly count can be achieved. PoE are living proof of this method and its success. Please also remember all you see is a WIP and is liable to change. Also Acky is not some immortal god and should not effect your opinion, e.g. saying something needs change then saying its fine after he turns up. We need YOUR free opinions, good or bad, to help us, we respect your opinion and can only wish that it is Your's.

Thank you again for the constructive comments.

~ Mavrik347

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